

Chief Architect X13

23.2.1.3 Update Notes

September 10, 2021

## **1.0 General Notes**

This is a list of the fixes and improvements to existing tools introduced in the 23.1.0.38, 23.2.0.55, and 23.2.1.3 program updates.

## **2.0 23.2.1.3 Update Notes**

### **2.1 Program Overview**

- Fixed a problem in the Mac version that prevented the program from accessing the files necessary to run and which resulted in a variety of error messages being seen.

### **2.2 3D Views**

- Fixed an issue that caused crosshairs to become extremely slow to respond when objects were selected in cross section/elevation views on some systems.
- Corrected a case in which Physically Based GPU Ray Trace views had random, incorrect lighting on systems with Radeon RX6000 series graphics.

## **3.0 23.2.0.55 Update Notes**

### **3.1 Installation**

- A warning message during installation on Windows 7 systems now reports that the operating system is not supported.

### **3.2 Project Management**

- Fixed a problem in which editing certain attributes of an inactive saved plan view via the Project Browser would result in those settings being applied to other views.
- Removed an incorrect message directing the user to restart the program when the Timing Log was turned off.

### **3.3 Preferences and Default Settings**

- Removed some obsolete legacy Rendering Troubleshooting settings in the Preferences dialog.

### **3.4 CAD Objects**

- Fixed an issue that prevented the Arrow Fill Color setting from being "No Change" when it should have been in the specification dialog for multiple CAD objects.

### 3.5 Walls, Railings, and Fencing

- Fixed an issue that allowed dimensions to display in specification dialog previews showing Plan View when Auto Refresh Dimensions was enabled.
- Corrected a problem that caused wall connections to break where single layer walls with different thicknesses met.
- Fixed an issue that could cause walls to be placed on the wrong layer when multiple selected walls were edited via a shared specification dialog.

### 3.6 Rooms

- Fixed a problem that prevented walls from building correctly when the entire floor was set to have a Shelf Ceiling.

### 3.7 Dimensions

- Fixed an issue that prevented dimensions locating cabinet door/drawer faces from being shown in elevation views sent to layout.

### 3.8 Doors and Windows

- Fixed a problem that resulted in Bay/Box/Bow Window components being treated as Interior windows.
- Fixed an error that occurred when converting objects to a Window symbol.
- Fixed a problem that resulted in windows in legacy plans having the wrong opening side for some components in Version X13.
- Corrected a case in which nested mulled units could have incorrect mullion heights.

### 3.9 Cabinets

- Fixed a problem that prevented cabinets in legacy libraries from retaining their door/drawer Overlap.

### 3.10 Electrical

- Fixed an issue that prevented light position indicators from displaying on Rope Lights and Distributed Objects containing lights.

### 3.11 Schedules and Object Labels

- Fixed a problem that allowed object labels to display through walls in cross section/elevation views if the Set as Default edit tool was used with an object that had its label set to 'Show in this View' while a cross section/elevation view was active.

### 3.12 Foundations

- Corrected an issue in which editing the thickness of an individual room's foundation could cause the rest of the foundation to change.

### 3.13 Stairs, Ramps, and Landings

- Fixed an error that could occur when editing materials on a Landing after unchecking Use Connected Stair Railing in its specification dialog.

### 3.14 Roofs

- Fixed a problem that prevented the height of shift-selected roof and ceiling planes from being edited using the edit handles in 3D views.

### 3.15 Framing

- Corrected an issue that prevented the Trim Object(s) and Extend Object(s) edit tools from cutting framing members along lines that did not intersect the members' center line.
- Fixed an issue that caused the trimmers for Bay, Box, and Bow windows to be misplaced in Wall Details.

### 3.16 Trim and Moldings

- Fixed a problem that prevented the Reverse Direction edit tool from working with Molding Polyline.

### 3.17 Materials

- Fixed an issue that caused the Stretch to Fit attribute to fragment a material's texture into many pieces on some Solids and closed-polyline based objects such as Polyline Solids.

### 3.18 The Library

- Fixed a problem that resulted in the Library Browser previews for lighting objects loading very slowly on some systems.

- Corrected a problem that prevented cabinets using U.S. units from correctly converting to metric when placed in a metric plan from the Library Browser.

### 3.19 3D Views

- Fixed a problem that could cause a wall's "Lower Wall Type if Split by Butting Roof" attribute to incorrectly affect the top clipping plane of Wall Elevation views.

### 3.20 3D Rendering

- Fixed an issue that caused images exported at larger-than-screen size to be cropped on the bottom and right edges.
- Fixed an issue that could cause billboard plants to appear too dark in Physically Based renderings with Ray Tracing enabled.
- Color in Glass House renderings now better matches what was displayed in previous versions.
- When in use, the Screen Redraw and Timing Log preferences options now report useful data when using 3D views.
- Corrected a problem that prevented the Diffuse material property from working.
- Fixed an issue that caused edit feedback for select objects to be included in exported images.
- The Index of Refraction attribute for Transparent materials now works when in Physically Based renderings with Ray Tracing.
- Improved some cases in which light appeared to bleed onto objects in Physically Based renderings with Ray Tracing.
- Fixed an issue that resulted in incorrect lighting in parts of images exported from Physically Based renderings with Ray Tracing.
- Fixed a problem that prevented backdrop images from displaying in Line Drawing renderings.
- Fixed an issue that sometimes caused lines to disappear in elevation views using the Line Drawing Rendering Technique.
- Fixed a problem that could cause certain objects to disappear from the view when a Mirror material was assigned to it.
- Improved the display of darker materials in Watercolor renderings.

- Fixed an issue that prevented Global Illumination from working in Physically Based renderings when no rooms were present.
- Fixed an issue where image backdrops were not displaying when using the Duotone rendering technique
- Improved organization of settings in the Rendering Technique Options dialog.
- Corrected a problem that resulted in an incorrect "out of memory" message appearing after clicking Cancel in the Progress dialog that can appear when exporting a large image file.
- Fixed an issue in the Mac version that sometimes caused Physically Based and Clay renderings to be black.
- Added a Progress dialog with a Cancel button when exporting a GPU Ray Trace as a picture.
- The Status Bar now displays the current Sample count in views using GPU Ray Tracing.
- Fixed an issue that caused Ambient Occlusion effects to look blurry on systems that do not support GPU Ray Tracing.
- Fixed an issue that sometimes resulted in glass objects in the same room being lit differently in Physically Based renderings without Ray Tracing.
- Corrected an issue in which the shadows cast by 3D plants were incorrect when viewed through window or door glass.
- Fixed a problem that caused gutters to cast shadows inside of structures in Physically Based renderings with Ray Tracing.
- Replaced outdated OpenGL diagnostic information in the Message Log with information relevant to Version X13.
- Addressed an error that occurred when launching the program on systems that did not support DirectX 12.
- Fixed a problem in which shadows were not correct on 3D Reference Display models using the Standard Rendering Technique.
- Fixed an issue that caused line color to be slightly different from the specified color in Line Drawing renderings.
- Fixed an issue that caused Spherical Backdrops to wrap differently than in prior program versions.
- Fixed an issue that caused Spherical Backdrops to have decreased visual quality compared to prior program versions.

- Fixed an issue on systems that support GPU Ray Tracing that caused Ambient Occlusion to look incorrect when Hardware Edge Smoothing was turned off.
- Fixed a problem that resulted in color banding in Watercolor renderings.
- Fixed an issue on systems that do not support GPU Ray Tracing that caused shadows to be incorrect when using the Cross Section Slider.
- The Manage GPU Residency setting in the Preferences dialog is now on by default to avoid some rendering errors.
- Metal materials now appear darker than specified in Standard renderings to better match legacy behavior.
- Fixed some instances of light bleed in views using GPU Ray Tracing.
- Fixed a rendering error that could occur when closing a 3D view after removing a referenced plan from the view.
- Fixed an issue that could cause lighting to appear incorrect in areas below an Open Below room.
- Addressed a problem that could cause 3D views to look incorrect on certain Mac laptops with Intel Iris Plus graphics.
- Fixed an issue on systems that support GPU Ray Tracing that caused the default glass material on electrical objects to appear incorrectly in Vector Views.
- Corrected an issue that resulted in random edge lines on curved surfaces of Polyline Solids and symbols in Vector Views.
- Fixed an issue that caused aliasing or jagged edges to appear around wall openings in certain cases.
- Fixed a problem that could cause some dialogs to open slowly when a large image was specified as the default watermark.

### 3.21 Pictures, Images, and Walkthroughs

- Fixed a problem that prevented Line Drawing renderings sent to layout from printing correctly.
- Fixed an issue that prevented form fields from being included in imported PDFs.
- Fixed a problem that resulted in Chief Architect locking PDF files that were imported into a plan while that plan was open.

- Fixed an issue that prevented Walkthrough Paths from connecting to or following stairs correctly.
- Fixed a problem that sometimes caused the wrong cursor to display when hovering over a keyframe preview in the Walkthrough Preview side window.
- Added a warning about the time it will take to record Walkthrough using the Physically Based Rendering Technique with Ray Tracing.
- Fixed an issue that prevented the Generated Sky backdrop from updating when the position of the sun was changed.

### 3.22 Importing and Exporting

- Added an Export Thermal Envelope Data option.
- Fixed an issue that caused box-like artifacts to appear in exported 360 Panorama images.

### 3.23 Layout

- Fixed an issue that prevented some symbols' fill patterns from displaying in views sent to layout.

### 3.24 Printing and Plotting

- Fixed an issue that resulted in labels in live views sent to layout being slightly offset from their correct position when printed to PDF.

## 4.0 23.1.0.38 Update Notes

### 4.1 Installation

- A Warning message about missing electrical objects no longer appears during the process of migrating legacy templates. You should examine migrated legacy template files in Version X13 and make sure a default 110V Ceiling Outlet is set.

### 4.2 Program Overview

- Table columns in dialogs now resize upon opening to best fit existing data.

### 4.3 File Management

- Send Backup Files to Zip Archive is now checked by default in the Backup Entire Plan/Project dialog.



## 4.4 Project Management

- Fixed a problem that allowed a Layer Set to be assigned to the Reference Display when it was not available in the referenced plan file.
- Fixed an issue that sometimes caused camera views on layout pages to be reported as Open in the Project Browser.

## 4.5 Preferences and Default Settings

- A new Pinch Zoom Sensitivity setting in the Preferences dialog controls the zoom rate for touch screens, trackpads, and Ctrl+scroll wheel actions.
- Added an option in the Preferences dialog to Automatically Send Report Error reports.
- Added Shader Model information on the Video Card Status panel of the Preferences dialog.

## 4.6 Window and View Tools

- Fixed a problem in the Mac version that resulted in duplicate undocked side windows in specific situations.
- Fixed a problem that caused tiled view windows to resize when they should not after saving an edited CAD Block.

## 4.7 Displaying Objects

- The Active Layer Display Options side window can now be resized as small as was possible in Version X12.

## 4.8 CAD Objects

- Fixed a problem that prevented the Add Break tool from working with Arcs in some cases.
- Fixed an issue that prevented the Trim Objects tool from working correctly on Arcs in some cases.

## 4.9 Walls, Railings, and Fencing

- Fixed an issue that caused the columns in the Wall Type Definitions dialog to resize in an unexpected manner.
- Fixed an issue that resulted in curved wall previews displaying incorrectly in schedules.
- Fixed a case in which the a wall's bottom height could be incorrect if wall below was marked as Hang Platform Above on Wall.

## 4.10 Rooms

- Restored the display of the Story Pole dimensions and markers in the Room Specification dialog preview.

## 4.11 Dimensions

- Fixed a problem that prevented the user from removing Floor and Ceiling Finish from the Marks to Include list on the Locate Elevations panel of the Dimension Defaults and Story Pole Dimension Defaults dialogs.
- Fixed an issue in which changes to dimension defaults done via the Default Settings dialog did not immediately update dimensions in the plan.
- Restored the ability to locate an off-angle line in an elevation view using the Manual Dimension tool.
- Corrected a problem that caused the markers on Auto Story Pole dimensions to not display when Dimensions Between Elevation Markers was unchecked.
- Fixed a problem that prevented dimensions drawn at angles from working correctly.

## 4.12 Text, Callouts, and Markers

- Fixed an issue where text with missing fonts could disappear while zooming in and out of a plan.
- Fixed a display problem affecting the appearance of Notes in 3D views.

## 4.13 Doors and Windows

- Fixed a problem that prevented windows with asymmetrical panes from reflecting properly.
- Fixed an issue that sometimes caused the frame of a Pass-Through to be offset when placed in a corner.
- Raised floor lines for Bay/Box/Bow Windows and frame lines for Wall Niches no longer adopt the "Layout Box Borders" layer color in plan views sent to layout.
- Fixed problem that caused a window's glass to be removed when no sash was specified.
- Fixed a problem that caused casement windows to change their hinge side when reflected.

## 4.14 Schedules and Object Labels

- Fixed an issue that prevented the Show in this View option to force labels to display in elevation views from working.

- Open Row Object(s) on a schedule in a CAD Detail can now be used to change the selected line items' label offsets in plan view.
- Fixtures in cabinets now correctly report their room and floor level in schedules.
- Fixed an error that could occur using the Open Row Object(s) tool when an inserted fixture was selected in a schedule.
- Fixed an error related to schedule callout labels associated with fixtures inserted into cabinets.

#### 4.15 Foundations

- Post footings no longer have the Set as Default edit tool.

#### 4.16 Framing

- Fixed a problem that prevented wall framing from moving correctly when Reverse Plan was used.
- Fixed a crash that could occur when drawing a Roof Purlin across multiple roof planes.
- Restored the ability to create miter cuts on both ends of framing using the Trim Object(s) and Extend Object(s) edit tools.

#### 4.17 The Library

- Fixed an issue accessing certain wall objects saved in the Library.

#### 4.18 Other Objects

- Fixed an issue that prevented holes in Shape objects from being edited at some rotation angles.
- Resize [X or . or X2 Button] tool now works with Shapes.
- Fixed a problem that prevented Splines from correctly converting to Polyline Solids.

#### 4.19 Materials

- Fixed a problem that caused the initial material selection in the Select Material dialog to have a blank Library Preview Pane.

#### 4.20 3D Views

- Fixed a problem that caused duplicated cameras to be assigned incorrectly incremented names.

- Fixed an issue where toggling Color off in an elevation view didn't immediately affect CAD and Text in that view if the Grayscale Preference was on.
- Fixed an issue that caused Virtual Reality views to be stretched and misplaced.
- VR Components and Teleport lines no longer glow.
- The Display Both Eyes on Screen setting for VR is working again.
- Fixed an issue that caused the VR preview to not be symmetrical on higher end graphics cards.
- Using both grip buttons at the same time in a VR overview of a large plan no longer makes the view black.

#### 4.21 3D Rendering

- Removed the obsolete Update View button from the Physically Based panel of the Rendering Techniques dialog.
- Restored the Cast Shadows option for light sources in 3D views.
- Fixed an issue that caused Ambient Occlusion to shade some objects incorrectly.
- Fixed an issue where odd shading could occur in Vector and Technical Illustration views when Shadows were on.
- Fixed a problem that prevented CPU Ray Casted Shadows from working in Orthographic views.
- Improved rendering of lighting, shadows, and reflections on Apple M1 systems.
- Fixed a problem that resulted in missing lines in Line Drawing renderings.
- Fixed a problem that prevented reflections in some mirror objects from generating.
- Fixed a problem that caused Spot lights to shine through solid objects.
- Fixed an issue that could cause exported images to appear washed out when using some older graphics cards.
- Fixed an issue that prevented 3D plants viewed through glass from rendering correctly in Physically Based renderings with Ray Tracing.
- Fixed a problem that caused Line Drawing renderings to print with much thicker lines than expected.
- Fixed an issue that caused fixtures inserted into cabinets to appear to be illuminated in Physically Based renderings.

- Cleaned up an issue in the Rendering Techniques dialog on the Mac.
- Turning off the Sun Light in Physically Based renderings no longer leaves the view very dark.
- Fixed a problem that caused camera views in a plan to use the same lighting as the first view made that session when the Default Sun Light was set to use a Sun Angle.
- Fixed an issue that prevented Edge Smoothing on Idle from fully resolving in some cases.
- Improved performance generating the initial view in Physically Based renderings.
- Metal materials in reflections are now illuminated correctly in Physically Based renderings.
- Fixed a problem that prevented the Line Thickness setting from working for Glass House or Technical Illustration Rendering Techniques.
- Corrected an issue that caused the screen to blink frequently when the Rendering Technique Options settings for Technical Illustration or Vector Views were edited.
- Fixed a problem that prevented the Sun Light from being used in Physically Based renderings with Ray Tracing when Shadows were turned off in the view.
- Fixed a problem that caused Watermarks to be included in 360 Panorama exports.
- Fixed an issue that caused Note objects to flicker in 3D views.
- Fixed a problem that caused the 3D backdrop to be tiled when exporting a Watercolor rendering as an image.
- Fixed a problem that resulted in a blank image when exporting a Physically Based rendering with Ray Tracing that had Line Drawing on Top, Export Samples set to 0 and Use Transparent Background specified.
- Fixed a problem in which some supported graphics cards were incorrectly detected as unsupported, preventing them from generating 3D views.
- Colored light has been improved to more closely resemble the specified colors.
- Line Drawing on Top in dialog previews could cause crashes in some situations and is no longer shown.
- Fixed an issue that caused the scene to re-render when exporting an image at screen size when Sun Follows Camera was turned on.
- Corrected a problem that caused exterior fixtures located in shadows to be lit incorrectly in Physically Based renderings.
- Material textures that exceed the maximum GPU texture size are now automatically resized.

- Fixed a problem that caused light fixtures using default glass material to not cast shadows correctly.
- Fixed an issue that affected the display of lines in Line Drawing renderings with a Thickness setting of 1 in the Rendering Technique Options dialog.

#### 4.22 Pictures, Images, and Walkthroughs

- In the Mac version, walkthroughs now continue to record when Chief Architect is not the main application.
- Corrected an issue that caused the backdrop in a 3D view to be very light when exported as a picture with Transparent Background is checked.
- Fixed a problem that interfered with the generation of CAD blocks for imported symbols in some situations.

#### 4.23 Importing and Exporting

- Fixed a problem affecting textures when exporting a 3D symbol.
- Fixed a problem that caused imported symbols to have incorrect geometry when multiple symbols were imported in a group.

#### 4.24 Printing and Plotting

- Manual changes to the Drawing Sheet are now reflected in the Drawing Sheet Setup dialog.
- New Troubleshooting setting on the Render panel of the Preferences dialog, Manage GPU Residency, to help with cases where a large amount of 3D views are created: for example, printing a layout that contains a lot of Live views.